## **ABSTRACT**

An anti-personnel device for use in war gaming exercises comprises at least one launching mechanism for launching at least one projectile outwardly from the anti-personnel device wherein the launching mechanism has at least one member biased away from another member in opposing directions. A material is affixed to the ends of the members that forms a loop depending from the ends of the members thereby capturing projectiles therein when the members are in a closed, armed position.

5